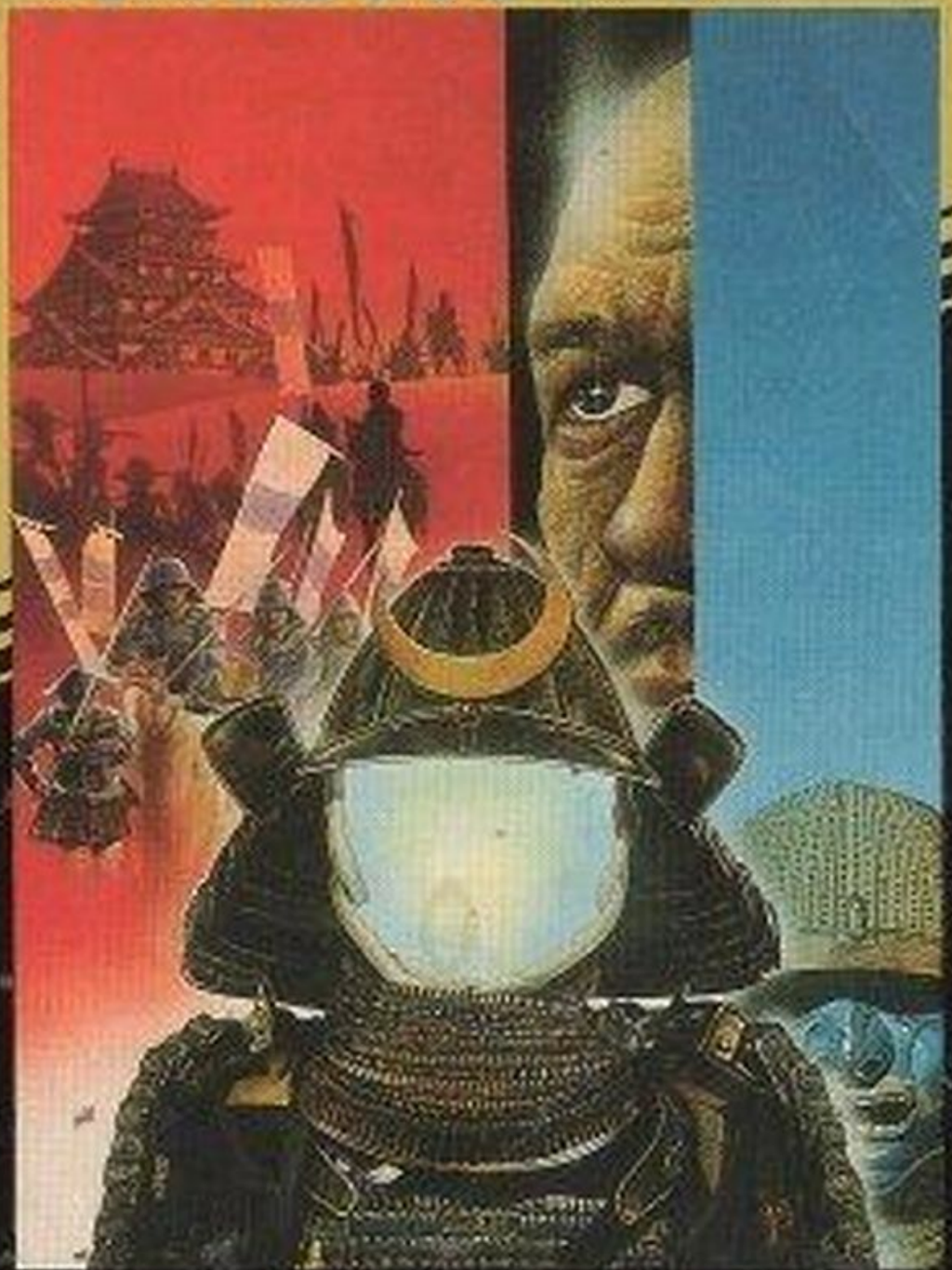
NES-NZ
USA

Nobunaga's Ambition®

INSTRUCTION MANUAL



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WE SUPPLY THE PAST...

THE LAST BATTLE OF ODA NOBUNAGA

High above the gates of Honno Temple, a great white banner fluttered gently in the early morning breeze. There were no colorful symbols upon its face, only five words written in heavy black ink:

RULE THE EMPIRE BY FORCE

These words were first spoken by the daimyo Oda Nobunaga, many years ago. Then, he was still only one lord among the many warlords who battled for supremacy during the bloodiest time in Japan's history. This period is called the Warring States Period, and that is exactly what it was: a time when Japan was divided into many little states, each ruled by a daimyo (lord). These daimyos battled endlessly for control of the country.

About this time, a young and ambitious daimyo named Oda Nobunaga seized the Oda Clan from his brothers, and took control of the province called Owari. From there, he launched attacks on nearby countries, and quickly came to rule all of central Japan. He was the first daimyo to get this far in his quest for supremacy.

Now, on the morning of June 2nd, 1582, his banner boldly announced his presence in the city of Kyoto. Yet, beneath his fearsome standard, Nobunaga slept restlessly.

On the top of the nearby Rono hill, field marshal Akechi Mitsuhide gathered his troops around him. The first light of dawn cast a shadow across his face, masking his dark features. The men, armed with spears, swords, and rifles, whispered nervously while they waited for their leader to speak.

You see, Mitsuhide had once been Nobunaga's greatest general, and had fought in many campaigns alongside his

master. His love for his lord was so strong, that once, in order to convince the enemy Hatano Clan of Nobunaga's trustworthiness, he gave them his own mother as a hostage. This was a tragic mistake. Nobunaga betrayed the Hatanos and Mitsuhide's mother was put to death. Ever since, Mitsuhide was sullen and quiet in the presence of his lord.

The men were ready for action. Rumors had been spreading for weeks of how they were to go into action in southwestern Japan. With north and central Japan already accounted for, victory in the southwest would spell final success for Nobunaga. Surely it was the excitement of such a thought that caused their leader, Mitsuhide, to savor this moment, and draw out this silence. Then, Mitsuhide spoke.

"My men, I know how eager you must be for battle. For weeks, you have listened to the battle reports from the southwestern front. I expect that you are ready to march this very morning, ready to die for your master."

"I too showed such loyalty to my master, once. But no longer. From today, I am your master, not Nobunaga. You will not march to battle in the southwest, because his enemy is not yours. Your enemy is my enemy."

Mitsuhide paused, and pointed directly at the banner of Lord Oda.

"And my enemy is in the Honno Temple."

Oda Nobunaga woke to the sound of distant gunfire. He was immediately alert, and in a single practiced motion, leaped from his sleeping mat and drew his sword. With his back against the wall, he held his sword at the ready, and listened. Just then, Mori Ranmaru, Nobunaga's young page, burst into the room.

Ranmaru bled from several small sword wounds, and his uniform was torn and soaked. His eyes were wide with

terror.

"My Lord! We are besieged!" he cried.

"By how many? And how did they manage to get past Mitsuhide's guards? Answer me at once!"

Ranmaru was near tears as he answered, "The enemy numbers over 13,000, and they are none other than your own troops, led by field marshal Mitsuhide."

"Mitsuhide? A traitor? Unbelievable!" Nobunaga's voice dropped to barely a whisper. Then, with great speed, he donned his battle armor and stalked out of the room.

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INTRODUCTION

Congratulations! You have purchased a game that has been a bestseller in Japan for over five years! The version you've bought has been improved many times before arriving in America. We think **Nobunaga's Ambition** combines the best of entertainment and education. But don't worry! All this means is that the events and characters are based on real life. You don't have to know a lot of Japanese history to enjoy this game, but knowing a little will make playing this game much more fun!

THE TIME

Nobunaga's Ambition takes place during Japan's civil war period, from 1467 to 1568. The wars began with the fall of Shogun Ashikaga Yoshimasa in 1467. Without the Shogun, the government fell apart and daimyos fought amongst themselves for the right to be the new Shogun of Japan. This continued for about 100 years. Then, in the year 1568, Oda Nobunaga became powerful enough to choose a new shogun for Japan and the Warring States Period officially came to an end.

THE SETTING

The situation in Japan was similar to America during her Civil War, but instead of being divided into only North and South, Japan was divided into hundreds of feudal states. Each state, or "fief, " was ruled by a powerful lord called a "daimyo." Every daimyo ruled his fief like a little country, and every daimyo believed that he was the most fit to be shogun.

Without any central government, the daimyos began to fight among themselves, usually for no reason at all. Daimyos that were victorious became power-mad tyrants. Revolts and uprisings among peas-

ants, soldiers, even monks became commonplace. Daimyos that were not victorious were killed. The country was thrown into violent confusion.

THE THREE GREAT DAIMYOS

Unifying the country in the face of so much chaos was too great a task for any one man. Japan was finally unified by three great daimyos: the great Oda Nobunaga, his successor Toyotomi Hideyoshi, and Tokugawa Ieyasu.

The character of each of these three men is best summed up in a simple story told to Japanese children. Imagine these three men sitting in a simple room. At the center of the room is a small cuckoo that refuses to sing for them. When asked what they would do, Nobunaga quickly said "I would kill the bird." Hideyoshi replied, " I would force the bird to sing." Ieyasu merely said, "I would wait until it wished to sing."

ODA NOBUNAGA (1534-1582)

Nobunaga was not the first daimyo to dream of ruling the country, but he was the first to make his dream a reality. By the time of his death, Nobunaga had managed to conquer all of central Japan. It was Nobunaga who started the final unification of Japan, and if he hadn't been killed by a treacherous general, he probably would have finished it.

Nobunaga was an outstanding military commander. On many occasions, he defeated armies much larger than his own. Besides strategy, his cruelty was legendary. When a group of monks called the Ikko Sect rebelled against him, he burned down their temple. When they rose again, he massacred the priests and their families. This was Nobunaga's method for dominating Japan. His motto was: "Rule the Empire by Force."

TOYOTOMI HIDEYOSHI (1536-1598)

When Nobunaga was killed by Akechi Mitsuhide, his ambition of unifying Japan was picked up by his general, Hashiba Hideyoshi. After destroying the villainous Akechi Mitsuhide, Hideyoshi continued to build on Nobunaga's domain. He won over all the southern islands of Kyushu and Shikoku, and outlasted his remaining enemies in the north. He became the greatest military power in Japan, and changed his name to Toyotomi Hideyoshi.

But, military strength was not enough. Although none of the other daimyos were powerful enough to challenge him, they did not call him master. Hideyoshi was really just a lowly farmer who had made good. His low birth made it impossible for him to become shogun. And, when Hideyoshi died of old age in 1598, the country was leaderless again.

TOKUGAWA IEYASU (1542-1616)

When Nobunaga died, Ieyasu refused to accept Hideyoshi as his master. He knew however, that a war was not the answer, and decided to be patient and wait. When Hideyoshi passed away, Ieyasu seized his chance.

After Hideyoshi's death, Japan was split into two opposing sides: the East, under Tokugawa Ieyasu, and the West, under Ishida Mitsunari. In the year 1600, the two armies met in the Battle of Sekigahara. Tokugawa Ieyasu emerged the victor, and, after nearly twenty years of patient service under both Nobunaga and Hideyoshi, he became the supreme ruler of Japan. The government he built was so stable that it lasted for almost 300 years. These 300 years of peace are called the Tokugawa Period.

SAFETY TIPS

Before beginning NOBUNAGA'S AMBITION, please read the following precautions carefully.

1) Always turn the power off before inserting or removing the GAME PAK from your Nintendo Entertainment System.

2) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it.

3) Avoid touching the terminal connectors. Keep them clean by inserting the GAME PAK in its protective storage case.

4) Never attempt to take your GAME PAK apart.

5) Use of cleaning agents can damage the GAME PAK.

* In order to enjoy this game to its fullest, please read the following manual thoroughly and then save the historical notes and map to look at later.

...YOU MAKE THE HISTORY

GAME SET UP

1. Make sure the power switch is OFF.
2. Insert your NOBUNAGA'S AMBITION GAME PAK as described in your NINTENDO ENTERTAINMENT SYSTEM manual.
3. Turn the power switch ON.
4. After the opening screen has been displayed, press any button to begin game preliminaries.

HOW TO PLAY

1. HOW TO USE THE CONTROLLER

The number of the controller you should be using will always appear on the lower right corner of the screen.

a) Answering Yes or No questions

To answer a "Y/N" question, press the Control Pad arrow pointing to the desired answer.

b) Entering numbers

To select a number, press the UP arrow on your Control Pad to increase the number and DOWN to decrease it. If you wish to make a number with more than one digit, press the RIGHT arrow after you have selected the first digit and proceed as before to select another digit. Make sure that you don't press Button A until you have finished entering your number because the number that is shown will be entered.

2. SCENARIO SELECTION

You can choose between two scenarios. Scenario One is simpler and consists of the 17 fiefs (states) of central Japan, while in Scenario Two you must unify all 50 fiefs of Japan.

a) 17 fief game

Starting Date: Spring of 1560

You can be the leader of one of the 17 fiefs that make up the central region of Japan.

b) 50 fief game

Starting Date: Spring of 1560
You can be the leader of one of the 50 fiefs that make up all of Japan.

3. DISPLAYS

a) Main Display
The present conditions in your country are shown in this mode. Any commands about running your country or about negotiating with other countries are also given in this mode. You have one turn for every season of the year. You may issue one order per fief per season.

b) Battle Display
Whenever one of your fiefs goes to war or is attacked, the screeen will switch to the battle display. (See p. 26 WAR and p. 27 BATTLEFIELD COMMANDS).

BEFORE YOU START

1. New Game/Load Data
If this is the first time you've played the game, or if you are starting a new game, you should select Y for a new game. If you want to continue a game you saved earlier, you should select N.

2. Selecting Scenario
You will be asked to choose between the 17 fief game and the 50 fief game.

3. Viewing Battles Between Other Countries
During the game, computer controlled daimyos will often invade one another. If you enter Y, you may watch these battles on the battle display.

4. Selecting Number of Players
One to eight may play. If there is more than one person playing, each player must answer the following questions 5 through 7 before the next player can answer.

5. Selecting Fief
When you select a fief, you become that fief's daimyo. In the 50 fief scenario, the map is divided into 7 sections, in the 17 fief scenario, only 2 sections. See MAIN DISPLAY II (p. 13) on how to view all the other

fiefs.

6. Setting Daimyo Abilities

When you start out, the maximum ability value is 109. The value of these abilities will change during the game. The maximum value these abilities can reach is 210.

a) Health: The healthier your daimyo is, the less likely he is to become ill. Since there are some commands a sick daimyo cannot give, you should try to keep your daimyo's health as high as possible. Health values will decrease every spring and anytime there is an epidemic. If your health reaches zero, your daimyo will die!

b) Drive: This value represents how badly your daimyo actually wants to unite Japan. Your drive will increase every time you win a battle.

c) Luck: As in all games, the luckier you are, the better your chances are of winning. Luck will decrease whenever marriage negotiations fail. Of course, there are no commands you can give to increase this value because like in real life, it will change on its own.

d) Charm: This value represents your daimyo's popularity. The greater this value, the more loyalty your daimyo can expect from his peasants and soldiers. This value will increase when you give rice or gold to your peasants or win a war.

e) IQ: Your daimyo's intelligence influences the effectiveness of many commands. IQ will increase when you win a battle and decrease when you lose.

7. Selecting Skill Level

This number will determine how difficult the game will be, if you select 1 it won't be as hard as if you select 5.

MAIN DISPLAY I

1) Current year, season and fief number.
2) The name of the daimyo, his portrait, and the type of fief.
3) Daimyo's ability values.
4) Country data.
5) List of orders.
6) Current maket price. Prices will change throughout the year.

MAIN DISPLAY II

If you press Button B you will leave the main display and find your position on the map.
Since you can only see some fiefs at a time, use the UP or RIGHT arrows to look at the next selection of the map to the NORTH, and the DOWN or LEFT arrows to look at the next section to the SOUTH (this is identical to Command 18 <MAP>). Press Button A to return to the main display.

DAIMYO ABILITIES AND FIEF CONDITIONS

1	**Age**	Daimyo's current age.
2	**Health**	Daimyo's physical condition.
3	**Drive**	Daimyo's level of ambition.
4	**Luck**	Daimyo's level of good fortune.
5	**Charm**	Daimyo's level of popularity.
6	**IQ**	Daimyo's level of intellegence.
7	**Gold**	Amount of gold in the fief.
8	**Debt**	Gold owed to the merchant.
9	**Town**	Value of the town.
10	**Rice**	Rice in store.
11	**Output**	Rice production per farm.
12	**Dams**	Value of the dams in the fief.
13	**Lylty**	Peasant loyalty to their daimyo.
14	**Wealth**	Peasants' economic situation.
15	**Men**	Army size in thousands.
16	**Morale**	Army's loyalty to their daimyo.
17	**Skill**	Army's level of training.
18	**Arms**	Ratio of weapons to men.

1. AGE

Every spring each daimyo grows one year older, and any daimyo who should die now because of old age will die. A high health value can lengthen your life.

2.–6. DAIMYO ABILITIES

These abilities, health, drive, luck, charm, and IQ, are explained in detail in the section called BEFORE YOU START.

7. GOLD

Most of your gold comes from your yearly taxes collected in fall, although you can also get it by borrowing from merchants or by selling rice. The amount of gold you collect usually depends on the value of the

town and the degree of peasant loyalty.

8. DEBT

Debt is the total amount of gold you owe the merchant. Loans will be automatically taken out of your gold supply in fall.

9. TOWN VALUE

The value of the town shows how well off your fief is. Town value influences the amount of taxes you collect in fall, and your ability to borrow gold.

10. RICE

You collect rice together with gold each fall as tax. To collect the most taxes, make sure to keep your output, peasant loyalty and tax rate high. You can also buy or sell rice to the merchants. Rice is necessary to feed your army during both peace and war. If you run out of rice during a battle, you automatically lose!

11. OUTPUT

This value reflects how much rice you can produce. Command 7 <Grow>, will increase your fief's output, but it will also make your peasant loyalty and dams value go down. Sickness and typhoons will make your output go down.

12. DAMS

If your dams value is high there is less of a chance that your land will be flooded by typhoons in summer. Therefore, you should keep it as close to 100 as possible.

13. LOYALTY

Loyalty represents how loyal your peasants are to you, their lord. A high value means they will give you more rice and gold in fall, and a low value means that they may actually be plotting to rise against you. You can raise loyalty with Command 14 <Give> but it will fall if you increase taxes or output.

14. WEALTH

Wealth shows how much money and land your peasants have and it affects the amount of taxes you collect and your peasant loyalty.

15. MEN

Men shows the number of soldiers in your army in units of one thousand. You may increase your men with Command 10 <Recruit>. Your army's morale, skill level and arms level will go down every time you take in fresh recruits.

16. MORALE

Morale is the level of loyalty of your soldiers. A high morale means your soldiers will gladly fight until death if you command them to, however if their morale is low they are likely to defect to your enemy during war or rebel against you during peace. You may increase your morale with Command 14 <Give>.

17. SKILL

Skill shows how well trained your men are. If your skill value is high you might be able to defeat a larger army during battle. Command 11 <Train> will raise your men's skill level.

18. ARMS

A well equipped small army can often defeat a larger, poorly equipped one. Therefore you should keep your army both well equipped and well trained.

GAME EVENTS

1) SEASONAL EVENTS

a) Spring

Every spring each daimyo grows one year older and all health values go down by one point.

b) Fall

Fall is the time for taxes. The amount of rice and gold collected will depend on your fief's level of output, town value, and peasant loyalty and wealth. Your men must be paid and fed in fall. If your fief cannot support these men, they will leave.

2) NATURAL DISASTERS

a) Typhoons

Typhoons come only in summer. Your output will go down after a typhoon. Keep

your dams value high to avoid some of the damage caused by the typhoons.

b) Plague

Sickness may break out in any season. It will reduce the health value of your daimyo and, if he is a weakling, maybe even kill him. Plague will also cause the number of your men to fall.

3) REBELLIONS

a) Military Revolt

Military revolts will usually occur when your army morale is low and your daimyo isn't very popular. If a military revolt occurs in your home fief, the screen will change to the battle display and your daimyo will lead the defending men. However, if it occurs in a vassal fief, the battle will be fought by the general in command.

b) Peasant Uprising

Uprisings occur when your peasant loyalty is low and your daimyo isn't very popular. If an uprising occurs in your home fief, you can either give them gold or go to battle with them. In fief 4, Kagaecchu (in the 17 fief game), and fief 21, Kaga (in the 50 fief game), peasant uprisings never occur.

4) BIDDING

If a neighboring daimyo is killed by peasants or dies because of sickness then the computer will ask you if you want to bid for his land. This gold must come from your home fief.

MAIN DISPLAY COMMANDS

Each turn you have 21 commands to choose from. To choose a command, move the cursor using the UP and DOWN arrows on the control pad and press Button A when you have made a selection. Use Button B to cancel any wrong selections you make. Press the LEFT arrow on your control pad to see commands 1 through 12, and the RIGHT arrow to see commands 13 through 21.

1	**Move**	Move men and/or daimyo
2	**War**	Attack a neighboring fief
3	**Tax**	Change tax rate
4	**Send**	Send rice and/or gold to another fief
5	**Dam**	Construct dams for flood control
6	**Pact**	Ask another daimyo to sign a peace treaty
7	**Grow**	Plant new fields to raise output
8	**Marry**	Try to marry another daimyo's daughter
9	**Trade**	Summon the merchant
10	**Hire**	Recruit men or hire ninja
11	**Train**	Train the army
12	**View**	Look at conditions in other fiefs
13	**Build**	Expand town to raise value
14	**Give**	Give rice or gold to peasants or men
15	**Bribe**	Lure peasants into your fief with gold
16	**Assign**	Change distribution of the units in your army
17	**Rest**	Raise health by resting
18	**Map**	View country layout
19	**Grant**	Grant the computer permission to rule one of your fiefs
20	**Other**	Game options
21	**Pass**	Skip a turn

Command 1 〈Move〉
Use this command to move your soldiers or your daimyo to one of your neighboring fiefs. Your daimyo must be moved with at least one unit of men, and cannot move when he is ill.

Command 2 〈War〉
Use this command to attack a neighboring fief. See WAR (p. 26) for details.

Command 3 〈Tax〉
Use this command to set your tax at any rate between 0 and 100 percent. But remember if you ask for too much your peasant loyalty will go down and they may actually give you less.

Command 4 〈Send〉
Use this command to send rice and/or gold to one of your other fiefs. There is a limit to how many supplies each fief can hold and you must discover this limit on your own.

Command 5 〈Dam〉
Use this command to build dams in your fief to avoid the damage caused by typhoons. The maximum value is 100.

Command 6 〈Pact〉
Use this command to ask another daimyo to ally with you. When you ask, your rival will either ask you to pay a certain amount of gold or turn you down flat. If you pay the gold, you will have a pact. However this pact doesn't completely guarantee that you won't be attacked by your ally. Every year your treaty will become weaker, until it reaches a point when either you or your rival may break it.

Command 7 〈Grow〉
Use this command to increase your fief's output by growing new rice fields. Growing rice decreases your dams value and your peasant loyalty.

Command 8 〈Marry〉
Use this command to ask another daimyo if you may marry his daughter. If he lets you marry her you will have a stronger alliance than with a pact because he will be part of

your family. This alliance, like a pact, may also be broken over time.

Command 9 〈Trade〉

Since merchants are always travelling, they are not always in every fief. The only fiefs where you can always find merchants are Yamashiro and Settsuizumi.

a) Loan

The merchant lends you gold depending on how high your town value is. You may give another command after receiving a loan.

b) Repay

Pay off a debt in part or full with this command.

c) Sell Rice

Sell rice to the merchant with this command.

d) Buy Rice

Buy rice from the merchant with this command.

d) Buy Arms

Buying weapons will increase your men's arms value.

Command 10 〈Hire〉

Use this command to recruit men and ninja. Ninja come in units of one and soldiers in units of 1000.

a) Men

When you recruit men, your morale, skill, and arms values will go down. You must pay and feed your soldiers each fall and you cannot release them from the army once you have hired them.

b) Ninja

Unlike soldiers, the skilled ninja are hired for one specific misson and must be sent out immediately.

1) Peasant Uprising

Your ninja will spread nasty rumors in another fief to lower its peasant loyalty and try to start an uprising.

2) Military Revolt

Your ninja will spread nasty rumors in another fief to lower its morale and try to start a military revolt.

3) Destroy Dams

Your ninja will try to blow up dams in a rival's fief.

4) Assassination

Your ninja will try to assassinate one of your rivals. Daimyos with a large army or a high IQ are difficult to kill, but even if you are unable to kill them you will probably lower their health.

5) Arson

Your ninja will try to set fire to a rival's town.

Command 11 〈Train〉

Use this command to get your men into shape and raise their skill level. Training your soldiers doesn't cost gold, nor does it reduce any other values.

Command 12 〈View〉

Use this command to look at other fiefs. Send out a spy for ten units of gold who will return with the information- if he isn't caught.

Command 13 〈Build〉

Use this command to raise your town's value. A high town value means you will collect more gold in fall.

Command 14 〈Give〉

Giving gold or rice to the peasants or men will increase their loyalty and wealth and will also increase your charm.

Command 15 〈Bribe〉

Use this command to hire a spy for ten units of gold. This spy will give out more of your gold to peasants in a rival's fief in order to bring them into your own fief. If your spy succeeds the peasant loyalty in your rival's fief will go down and some of his peasants will come over to your fief.

Command 16 〈Assign〉

Each daimyo's army is made up of three infantry units, one cavalry unit, and a rifles unit. Use this command to reassign them. The commanding infantry unit cannot be decreased to zero, and the rifles unit is usually restricted to about twenty percent. To reassign men, use the LEFT and RIGHT arrows on the control pad to choose the

unit you want to change, then use the UP arrow to increase the men in that unit and the DOWN arrow to decrease. Remember you must decrease at least one unit's size before you can increase any other unit sizes. Press Button A when you are finished.

Command 17 〈Rest〉

Use this command to raise your daimyo's health value. Enter the number of seasons you want to rest, and during that time the computer will take over for you. If a rival attacks while your daimyo is resting, the computer will handle defense.

Command 18 〈Map〉

Use this command for the same purpose as Button B, to switch between different maps of the country.

Command 19 〈Grant〉

Use this command to turn as many vassal fiefs as you like over to the computer. You must give this command from your home fief. The computer can develop fiefs in four ways:

a) Industrial: The computer will increase your town value and peasant wealth.

b) Military: The computer will increase your army's size, your soldiers' morale, and your arms.

c) Balanced: The computer will develop industry, farming, and military factors equally.

d) Farming: The computer will increase your output and peasant loyalty.

* Note: Fiefs under direct control are listed as "direct", abbreviated "Dir."

Command 20 〈Other〉

The following are game options:

a) Sound on/off: Turns sound effects on and off.

b) Animation on/off: Turns animation on and off.

c) Display Wait: Changes the amount of time that messages are on the screen. 1 is the shortest display and 9 is the longest.

d) Save Game: Since there is only one save

file, if you save a game, you will erase any game that you have already saved before. Games are saved at the end of the season you are in when you give the save command. So after you give this command make sure to continue the game until the computer lets you know it has been saved.

e) Watch Others Battle: Use this command to watch other daimyos battle.

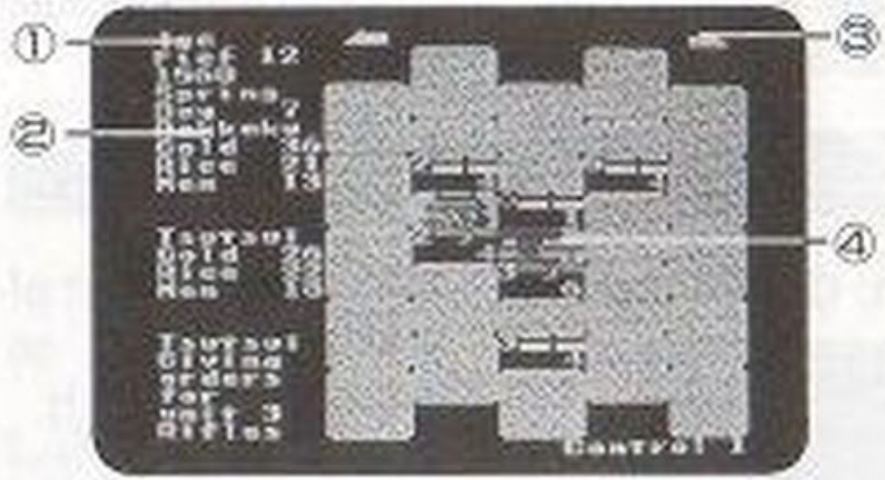
f) End Game: Ends the game, so make sure to save first, if you want to continue the game later.

* Always turn off the power by holding the reset button down and simultaneously pressing the power button. This will protect your game data.

Command 21 〈Pass〉

Use this command to waive your turn in any fief for that season.

Battle Display



When you attack or are attacked by a rival, or are watching others battle, the screen will change to the battle display shown above.

1) Name and number of the fief where the battle is happening, year and season.

2) Daimyo names and data on the armies at war.

3) Battlefield terrain.

4) The battlefied display is divided into three screens. These arrows show whether

there is another screen to the left or the right. Use the LEFT and RIGHT arrows on the control pad to change battlefiefield screens.

Topographical Map

1. Out of the Fief This area isn't part of the battlefiefld, so you can't go into it.

2. Plains

Flat land. Plains are not a very good place for battle because they offer no offensive or defensive advantage.

3. Hills

Hills are better for both offensive and defensive purposes.

4. Mountains

Completely impassable. Think of them as a wall.

5. Water

This includes lakes, rivers and oceans. This terrain is also impassable.

6. Town.

Although the town is not as good as the hills for battle, it offers more of an advantage than the plains. However, when used as a battleground, the town will be damaged and its value will decrease.

7. Castle

Best position for both offense and defense. If the castle is taken by attacking men, the morale of the defending army will decrease.

Unit Markers

1. Unit Number: The usual number of units is five, but you can change this number with Command 16 〈Assign〉. With this command you can also change your men's distribution.

a) Unit 1: This unit is called the command unit and is led either by the daimyo himself (unit number "0"), or by one of his generals (unit number "X"). If this unit is destroyed, the war is lost! Unit 1, like units 4 and 5, are infantry units or foot soldiers. They aren't as powerful as the cavalry unit or the well armed rifles unit.

b) Unit 2: The cavalry unit. Each army may

have only one of these units, which are twice as powerful as any infantry unit.
c) Unit 3: The rifles unit. Each army may have only one of these units, which are twice as powerful as a cavalry unit.

2. Daimyo Flag: This flag will appear on all the daimyo's units.

3. Unit Strength: This shows the number of men in thousands. When this number drops to zero during battle the unit will be destroyed.

WAR

Troop Deployment

Positioning units is the first stage of war. Since the defending army places its men first, it can put them anywhere on the map. The attacking army, however, can only place its men in the area near the fief from which it attacked. It may not place men in the castle or town. When placing your men, use the control pad to move the cursor and press Button A when you decide where to put the unit.

Combat

After both sides have placed their units, the battle begins. The defending army issues one command to each of its units and then the attacking army has its turn. A day passes after both sides have issued one set of orders.

Victory

A war ends when:
a) One side runs out of rice.
b) One side's command unit is destroyed.
c) One side retreats.
d) If the battle doesn't end within one

month, the defending side wins.
e) If both sides are destroyed at the same time, the defending side wins.

After the War

1. When the attacker wins
If the attacking side wins, it will take over the losing fief. If the daimyo himself was in the losing fief, the winner will also take over all his vassal fiefs.

2. When the defender wins
If the defending side wins the war, any soldiers, rice, or gold left behind by the loser become his property. If the attacking daimyo was killed in the battle, the defending side takes over all of his vassal fiefs.

3. After having suppressed a revolt or an uprising
Your army or peasant loyalty, depending on the case, will go down after fighting your own soldiers or peasants.

BATTLEFIELD COMMANDS

There are six different commands you can use in battle. With the UP and DOWN arrows of the control pad move the cursor to a command and then select the command with Button A. Use Button B to cancel.

1	**Move**	Move the unit to a bordering square
2	**Attack**	Attack an enemy unit in a bordering square
3	**Bribe**	Recruit soldiers from an enemy unit with gold
4	**Flee**	Surrender and retreat
5	**Pass**	Give no order to that unit for that turn
6	**View**	Get information on the two warring daimyos

Combat Command 1 〈Move〉
Use the UP and DOWN arrows on the control pad to choose the direction you want to move in, then press Button A to move.

Combat Command 2 〈Attack〉
Use the UP and DOWN arrows on the control pad to choose the direction you want to attack in, then press Button A to attack.

Combat Command 3 〈Bribe〉
Use this command to bribe enemy soldiers to come over to your army. It may be given only by the command unit, and only when you have more units of gold than soldiers on the field. The loyalty of your own men and your army strength will decide whether you are successful or not.

Combat Command 4 〈Flee〉
Use this command to retreat to one of your bordering fiefs leaving all your gold, rice, and soldiers behind. It may only be issued by the commanding unit.

Combat Command 5 〈Pass〉
Use this command to waive one unit's turn for that day. You may also issue this command by pressing Button B.

Combat Command 6 〈View〉
This command will display a chart showing the warring daimyo's abilities. You may give another order after using this command.

GREAT DAIMYOS OF THE WARRING STATES PERIOD

The following men are Japanese heroes, famous for their power and intelligence. Reading these stories will help you understand what it took to be a great daimyo in the days of Nobunaga.

1. Oda Nobunaga (1534-1582) of Owari

Nobunaga was a rebel from the start. He disobeyed his nurses and parents and was disliked by most people who know him. He soon gained a reputation for being an arrogant young man. But, as he got older, he began to show the makings of a great daimyo. As soon as he came of age, he convinced the other daimyos to accept his leadership of the Oda Clan. He then wiped out the rival Imagawa Clan in an ambush to become the undisputed ruler of the province of Owari.

Nobunaga realized that if he befriended the shogun he could do as he pleased. So, in the year 1568, he marched into the capital city of Kyoto and declared Ashikaga Yoshiaki the new shogun. So great was Nobunaga's reputation, that no one challenged him. However, their friendship was short-lived. Nobunaga rarely listened to the shogun's commands and always did as he pleased. Ashikaga was insulted, and secretly formed an army to attack Nobunaga at the Anegawa River. But, the hardy Nobunaga survived and took revenge by crushing the two clans which had been in the attack: the Asakura Clan and the Asai Clan.

By this time, Nobunaga's rival, Takeda Shingen, had died of old age, and Nobunaga had allied with the monks of the powerful Ikko Sect. It began to look as if Nobunaga would be able to unify Japan.

But, while preparing for battle in the Chugoku Region, Nobunaga was betrayed by one of his own generals. The villainous

Akechi Mitsuhide attacked him in the Honno Temple with his own troops. Nobunaga died the glorious death of a Japanese warrior by committing hara-kiri at the age of 49, in the Summer of 1582.

2. Tokugawa Ieyasu (1542-1616) of Mikawa

Tokugawa Ieyasu was the founder of a 300 year period in Japanese history called the Tokugawa Era. Strangely enough, this great leader spent his childhood as a hostage of the Imagawa Clan. When he grew older and saw the Imagawa Clan starting to loose power, he allied himself to Oda Nobunaga. Ieyasu was very wise and patient, and always knew who was actually in power. It was because of this ability to be in the right place at the right time that he became such a powerful man.

After Nobunaga died, Ieyasu allied with Nobunaga's successor, Toyotomi Hideyoshi. When Hideyoshi died, Ieyasu went to war against the Toyotomi Clan and defeated them, fulfilling Nobunaga's ambition of a united Japan. Ieyasu lived to be 75 years old, and is still well remembered in Japan for his cleverness and ruthlessness in negotiations.

3. Takeda Shingen (1521-1583) of Kai and Shinano

In the 16th century, the name of Takeda Shingen struck such terror into the hearts of the other daimyos that he was given the nickname "the Tiger of Kai." They say that the first time Tokugawa Ieyasu saw Takeda Shingen, he wet his kimono and ran for his life. Even when he was young, Shingen was ruthless. Under his leadership, the Takeda Clan conquered every fief in the area. Shingen's reputation grew as quickly as his power.

At Mitaka, Shingen battled against the combined armies of Tokugawa Ieyasu and Oda Nobunaga and easily defeated them. Yet, for all his power, Shingen could

not overcome old age and died at the age of 53.

4. Uesugi Kenshin (1530-1576) of Echigo and Kozuke

Kenshin's childhood may have seemed more suited for a priest's life than a daimyo's. He enjoyed his studies very much, especially Buddhism, one of the major religions of old Japan. However, beneath his apparent mildness lay a fierce fighting spirit.

While trying to conquer the province of Echigo, he clashed head on with the army of Takeda Shingen. He skillfully evaded Takeda's troops and fought "the Tiger of Kai" in one-on-one combat. Although Kenshin didn't lose to Shingen, he wasn't as lucky against Oda Nobunaga. Many of the warlords of Japan considered Kenshin's death to be the loss of "a man and leader too good for the times."

5. Shimazu Takahisa (1514-1571) of Satsuma and Osumi

Shimazu Takahisa dreamt of uniting Kyushu, the southernmost island of Japan. For years his father had struggled against all the lords of the province, and his last will was that his son finish the job of unification that he had begun. Every time Takahisa lost a battle and felt he couldn't go on, he would remember his father's last words and take courage from them. After much bloodshed, Takahisa eventually conquered the whole island of Kyushu. Unfortunately, Takahisa's success did not escape Toyotomi Hideyoshi's watchful eyes. Although Takahisa fought bravely, even the memory of his father couldn't prevent his defeat at the hands of Hideyoshi.

6. Date Terumune (1543-1585) of Rikuzen

Date Terumune was a nobleman from birth. He came from one of the oldest and most respected families in Japan. Because of his background, Terumune was crowned

the 16th lord of the Date Clan by the Shogun himself, Ashikaga Yoshiteru.

However, even noblemen cannot escape their destiny, and Terumune's life was ill-fated from the start. No matter what he did, bad luck plagued him. He was given a strong young son named Masamune, but soon discovered that he was unstable. It is said that Masamune plucked out of his eye when he was young because it was infected. Thus, he was nicknamed "the One-Eyed Dragon."

Temumune's bad luck continued. He was captured by his archenemy, Hatakeyama Yoshitsugu and taken prisoner. When his son heard the news, he stormed Hatakeyama's castle and in a fit of rage accidentally killed his own father, as well as Hatakeyama. In the end, Terumune's noble birth was no match for destiny and bad luck.

7. Mori Motonari (1497-1571) of Aki and Nagato

Mori Motonari was a brilliant man, maybe the greatest strategist of the 16th century. He was also very cruel and while still a youth, he killed all of his brothers to make sure that he would inherit his father's lands. His father died and Motonari quickly rose to power.

When he went to battle, Motonari was very good at gathering information on the enemy daimyos while never letting others know how strong his own armies were. He would defeat his enemies by tricking them and making them look like fools, rather than by wasting his well-trained soldiers in battle.

Motonari carried the guilt of murdering his brothers all his life. When he was dying, he called his three sons to his bedside. He asked a servant to bring him some arrows and picking one up, easily snapped it in two. He then asked each of his sons to try to break three arrows together and none of them were able to.

Motonari then explained to them that they were like the three arrows and that if they worked together they would be invincible. But, if they didn't cooperate with each other, their enemies would snap them in two as easily as the single arrow.

8. Hojo Ujimasa (1538-1590) of Musashi, Izu, Sagami, and Shimousa

During Nobunaga's time, not many daimyos lived long enough to see their sons inherit the throne. The Hojo family however, ruled over the Kanto district of central Japan for more than 100 years. When Ujimasa took over as daimyo, the Hojo Clan was very powerful. They ruled from the impregnable Odawara Castle.

Unfortunately, Ujimasa was a very poor judge of men. At his best, he was an average leader, but at his worst, he could not tell the difference between a loyal servant and an enemy assassin. Ujimasa's total lack of good sense led the once powerful Hojo Clan to failure. In 1575, after repeated official warnings, Odawara Castle was destroyed by the army of Toyotomi Hideyoshi.

9. Imagawa Yoshimoto (1519-1560) of Totoumi and Suruga

Yoshimoto was born a member of the Imperial Family. He was trained in the ways of a nobleman and warrior, isolated from the real world within his parents' castle. Unfortunately when his parents died, Yoshimoto wasn't ready to become the clan leader. While trying to make peace with an enemy clan, Yoshimoto took their young master hostage. Little did he know that this boy would later take the name of Tokugawa Ieyasu, and go on to rule Japan.

However, it was not Ieyasu who would bring about Yoshimoto's death. Yoshimoto made his last mistake by publicly insulting Oda Nobunaga, who took revenge by ambushing and killing Yoshimoto at the Battle of Okehazama.

EPILOGUE

The once beautiful Honno Temple, which had stood for years as a safe haven for weary travelers, was now only a blackened ruin. The great white flag hung in tatters from a broken pole. The grounds around the temple were filled with the bodies of fallen soldiers, and the air was thick with smoke and death. Yet, within the temple, the sounds of fighting could still be heard,

Nobunaga's wounded sword arm hung useless at his side. He leaned wearily against the back wall of a large guestroom. At the door, two of his men battled valiantly to hold off a mob of fresh attackers. He could not see if anyone else from his personal guard was still alive. The hall outside was crowded with hundreds of Mitsuhide's rebel troops. Beside him, as ever, was Ranmaru. The page had picked up a spear and was prepared to move in if one of the last defenders should fall.

Nobunaga was suddenly snapped out of his gloom by Mitsuhide's voice giving orders in the hall.

"Swordsmen fall back! Give the riflemen room to fire! We'll shoot our way in! There's no escape for him now!"

Nobunaga lost all hope. Mitsuhide was no fool. He would not risk letting a man as dangerous as Nobunaga go free. Resigned to defeat, Nobunaga made a fateful decision. Opening the door to an adjacent tearoom, Nobunaga motioned for Ranmaru to enter. He followed him inside, hoping his guards could last but five more minutes, and shut the door.

"Ranmaru, I am the greatest daimyo in Japan, and will not die like a helpless dog. I will die with honor."

Ranmaru understood immediately. In ancient Japan, an honorable death for a warrior was by his own hand-- by ritual

suicide.

"Of course, my lord. It will be an honor to serve as your second."

"Quickly then. Help me with my armor and take my sword. It is sharp, and the final blow must be clean."

As Ranmaru brought the heavy sword down upon its victim, Nobunaga's last thoughts were of a poem he had written long ago called "Atsumori."

"A man's life is fifty years
In the universe what is there but
dream and illusion?
Is there any born who does not die?"

Thus, Nobunaga died, betrayed by an evil vassal. He fulfilled his own prophecy--"A man's life is fifty years," and died at the age of 49.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet

so that Control Deck and receiver are on different circuits. If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D. C. 20402, Stock No. 004-000-00345-4.

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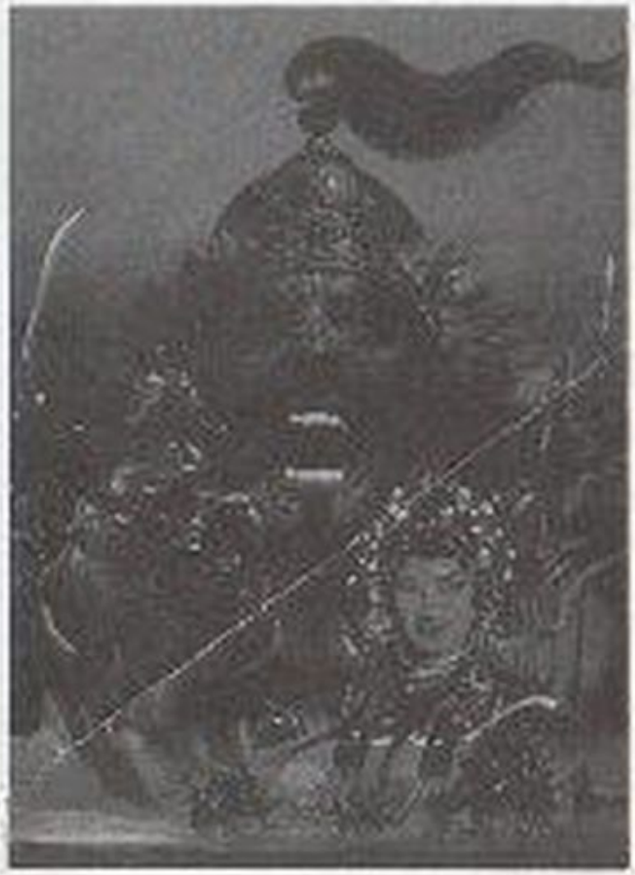

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Printed in Japan